FOREVER

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# Honey Monster Sugar Puffs

625 g e

FREE INSIDE

FOREVER

MERLIN COLLECTIONS

STICKERS

6 STICKERS PER PACK

**How to play:** Simply cut out the game pieces, Gotham City spinner and score points. Carefully push a short pencil through the centre of the spinner, so that you can spin it. Then choose your game piece. Help Batman save Gotham City by collecting points. When you have collected 20 points, you can enter the centre of the board. Once on the centre square, you must spin a six to save Gotham City and win the game.

**To start:** Place your game piece on "THE RACE IS ON" panel. Spin the Gotham City spinner - the highest scorer goes first. Move the number of places and direction shown on the spinner and follow the instructions marked on the panel that you land on. If you collect points then pick up the number indicated, if you lose points then place them back on the pile. Don't worry if you run out of points, just make some more using a pen and paper. Good Luck and may the best person win!

# SAVE GOTHAM CITY™

GOTHAM CITY™ SPINNER

BACKWARD 1
FORWARD 3
BACKWARD 2
FORWARD 2
BACKWARD 4
FORWARD 2
BACKWARD 6
FORWARD 2

GAME PIECES

SCORE POINTS

**BATMAN SAVES GOTHAM CITY™ CONGRATULATIONS !**

A new nightmare hits Gotham City™ in the forms of Two Face and The Riddler. Armed with The Riddler's brain machine they are taking control with only two Super Heroes to stop them ! Can you help Batman and Robin save Gotham City™ from the Evil Duo ?
Play the game and find out. For how to play - see bottom of pack.

THE RACE IS ON

PICK UP 2

MISS A TURN

PICK UP 4

LOSE 4

PICK UP 9

MISS A TURN

PICK UP 2

LOSE 2

THROW AGAIN

PICK UP 1

PICK UP 6

LOSE 1

LOSE 2

PICK UP 4

LOSE 4

PICK UP 6

THROW AGAIN

PICK UP 1

PICK UP 6

LOSE 1

LOSE 2

PICK UP 4

LOSE 4

PICK UP 9

MISS A TURN

PICK UP 2

LOSE 2

THROW AGAIN

PICK UP 1

PICK UP 6

LOSE 1

FREE

MERLIN COLLECTIONS

FOREVER STICKERS

Kellogg's

# CORN FLAKES

675g

CEREAL / CÉRÉALE

BATMAN™ SPECIAL COLLECTOR'S PACK

FOREVER

TM / MC

EMBALLAGE SPÉCIAL DE COLLECTION BATMAN™

Kellogg's

CONFIDENTIAL

CONFIDENTIEL

# CORN FLAKES

presents/présente

FORWARD

FOREVER

## CLASSIFIED FILE / DOSSIER SECRET

### DONNÉES SUR EDWARD NYGMA™ DATA

**SECRET IDENTITY:** The Riddler
**IDENTITÉ SECRÈTE :** Le Sphinx

**MOTIVE:** To use his invention, **"The Box,"** to defeat **Batman.**
**MOTIF :** Utiliser son invention, **«La boîte»**, pour vaincre **Batman.**

**OCCUPATION:** Inventor
**OCCUPATION :** Inventeur

**PROFILE:** After leaving **Wayne Enterprises**, he launched his own electronics company, **Nygmatech**, and manufactured an electronic device called **"The Box,"** which has the power to control the mind.
**PROFIL :** Après avoir quitté **Wayne Enterprises**, il lance sa propre société électronique, **Nygmatech**, et fabrique **«La boîte»**, un dispositif électronique qui a le pouvoir de contrôler le cerveau.

## CLASSIFIED FILE / DOSSIER SECRET

### DONNÉES SUR LE SPHINX™ THE RIDDLER™ DATA

**REAL NAME:** Edward Nygma
**VRAI NOM :** Edward Nygma

**PARTNER-IN-CRIME:** Two-Face
**COMPLICE :** Double Face

**IDENTITY:** A riddle-posing criminal who uses a device called **"The Box"** to gain control over **Gotham City** – and **Batman.**
**IDENTITÉ :** Criminel qui parle en devinettes et utilise un dispositif intitulé **«La boîte»** pour mettre le grappin sur **Gotham City** – et **Batman.**

**ENEMIES:** His former employer, **Bruce Wayne,** rejected his new invention because of its potential for "mind manipulation."
**ENNEMIS :** Son ancien employeur, **Bruce Wayne,** a rejeté sa nouvelle invention à cause du risque de «manipulation de la matière grise».

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